

3 on 3 Midnight Madness Basketball Tournament Entry Form

Team Name:

Team Contact/Player 1	Player 2	
Name	Name	
Address	Address	
Phone	Phone	
Email	Email	
Age	Age	
T-shirt Size	T-shirt Size	
Signature	Signature	
Signature (Parent/Guardian if under 18)	Signature (Parent/Guardian if under 18)	

Player 3	Player 4	
Name	Name	
Address	Address	
Phone	Phone	
Email	Email	
Age	Age	
T-shirt Size	T-shirt Size	
Signature	Signature	
Signature (Parent/Guardian if under 18)	Signature (Parent/Guardian if under 18)	

WAIVER: Every player (player's parent if under 18) must read and sign this form in the appropriate player box. Signatures on this entry form signify each person has read, understands and abides by this information including rules and game play information. There are risks connected with participation in this tournament and related activities. A signature releases The City of Asheville and Asheville Middle School, sponsors, staff, and volunteers from all actions, suits and demands in law or equity, including but not limited to, the risk of injury from playing in the tournament.

IN OFFICE USE ONLY: DATE APPLICATION RECEIVED WITH FULL PAYMENT _	TIME	
	TEAM #	OF 24

Tournament: March 1, 2014 6pm– Midnight

Event Site: Asheville Middle School 197 S French Broad Ave Asheville, NC 28801

Entry Form Deadline: February 21st at 5 pm Applications received on a first come first served basis. First 24 teams to have registration and payment processed will play.

Entry Fee: \$75 per team

Payment Information:

Drop off or mail registration and payment to:

Asheville Parks and Recreation—Athletics 72 Gashes Creek Road, Asheville, NC 28805

Email or fax application to: Bfish@ashevillenc.gov

or 828-251-4030 **Make Checks Payable to:** The City of Asheville or

Pay entry fee by Credit Card (Visa or MasterCard):
Card Number
Name on Card

Security Code

Exp Date Security Code Billing Address Signature

NO REFUNDS WILL BE GIVEN

Questions?

Call Bryan Fish: 828-251-4026

Team Check in: All players must bring proof of age to the tournament. This will be checked upon entry into the facility. Check-in will be from 5-6.

Rules:

Teams must have a minimum of 3 players (any gender) to start a game.

A maximum of 4 players can be on the roster.

All rosters are finalized once tournament begins.
Players must be 16 years or older and have ID to play.
No player can be a current member of a college,
professional or semi professional team.

Players can only be on one team roster.

Team captain will represent his/her team as a spokesperson at all times.

All players must wear a shirt of the same color or pinnies. All participants must wear sneakers. No hats or jewelry allowed.

No REFUNDS will be given.

Check in time will be from 5-6pm. All teams must be checked in by 6:00pm.

Game Play

- Game time is forfeit time.
- A coin flip will be used to determine initial possession of the ball.
- Games will be played to 12 (win by 1) or by team leading at the expiration of the 15 minute running clock.
- Any ties will play a 2 minute overtime period. Possession to be determined by coin toss.
- All baskets are worth 1 point.
- No make it take it- ball changes possession after each scored basket.
- No stalling is allowed. This will result in change of possession.
- On a change of possession, steal, rebound, etc. the defensive team must take the ball back to the three point line to establish itself as offense. Even on an air ball, you must take the ball back.
- No free throws team fouled gets possession at top of key.
- Alternating possession on jump balls.
- If a player is ejected and fails to leave the court and facility in a timely manner, the game will be forfeited.
- Obscene and/or abusive language, threats, and other unsportsmanlike acts are grounds for player ejection and/or game forfeiture.
- Dunking allowed during game play only.
- No drugs or alcohol permitted.
- No timeouts.
- Teams are responsible for calling fouls. There will not be referees at games.
- All TECHNICAL and INTENTIONAL fouls will result in 1 point being awarded to opposing team and possession to the opposing team. In addition ejection of player may follow.
- Any disputes over foul calls will be settled in the following manner:
 - If the teams do not agree on a foul call, then the player whom the foul was called against will shoot a three pointer. If made, the foul will be nullified and his/her team will get possession. If missed, the foul will stand and the team fouled will retain possession. No points will be awarded for a three point shot made to settle a foul call.

